

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A non-transitory computer readable medium storing a video game program for causing a computer to implement a video game that ~~is~~ can be executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character being with a dispatching form to a destination, the video game program comprising:

~~code a first request receiving function~~ for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

~~code an operation display function~~ for continuously displaying the dispatch operation of the character on the monitor when ~~the first request receiving function has received~~ the operation initiation request is received;

~~code a second request receiving function~~ for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor ~~by the operation display function~~;

~~code a moving object control function~~ for setting point of dispatching the moving object from the character according to a timing at which ~~the second request receiving function received~~ the dispatch request is received, setting ~~extend of deviance~~ in a trajectory of the moving object between the point and the destination ~~of a destination~~, and controlling the moving object which moves from the point to the destination on the basis of the deviance;

~~code a moving object display function~~ for displaying the moving object controlled by ~~the moving object control function~~ on the monitor;

~~the code for setting point of dispatching the moving object including code for the moving object control function~~ setting and controlling the deviation of the moving movement object in the trajectory ~~at the destination~~ on the basis of the dispatching form, and the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor ~~by the operation display function~~.

2. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

~~code a third request receiving function~~ for receiving a destination indicating request and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before ~~the first request receiving function receives~~ the operation initiation request is received; wherein

~~the moving object control function controls~~ the movement of the moving object is controlled according to the destination indicating request and trajectory properties specifying request received ~~by the third request receiving function~~.

3. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

~~code a dispatch storing function~~ for storing dispatch information for the character, wherein

the code for setting point of dispatching the moving object from the character includes
code for referencing the moving object control function references the dispatch information
stored ~~in the dispatch storing function~~ and controlling controls the movement of the moving
object.

4. (Currently Amended) The non-transitory computer readable medium storing
the video game program according to claim 1, wherein

the code for setting point of dispatching the moving object from the character includes
code for establishing the deviation ~~the moving object control function~~ establishes the extent of
~~the displacement~~ of the moving object in the trajectory ~~at the destination of the moving object~~
and controlling controls the movement of the moving object, in accordance with the dispatch
position of the moving object at the character at the time at which ~~the second request~~
~~receiving function has received~~ the dispatch request is received.

5. (Currently Amended) The non-transitory computer readable medium storing
the video game program according to claim 1, further comprising

code ~~a first timing display function~~ for displaying a timing indicator that shows the
timing at which the moving object is to be dispatched, after ~~the first request receiving~~
~~function has received~~ the operation initiation request is received.

6. (Previously Amended) The non-transitory computer readable medium
storing the video game program according to claim 5, wherein

the timing indicator is displayed in conjunction with the dispatch operation of the
character.

7. (Previously Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising ~~code a second timing display function~~ for displaying, with text or an image, favorable or unfavorable results of the timing at which the moving object was dispatched.

8. (Previously Amended) The non-transitory computer readable medium storing the video game program according to claim 1, wherein the speed of the moving object is determined by operating the controller from when ~~the first request receiving function receives the operation initiation request~~ is received until ~~when the second request receiving function receives the dispatch request~~ is received.

9. (Canceled).

10. (Currently Amended) A video game method that can execute, by means of a controller, a video game in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character being with a dispatching form to a destination, the video game method comprising:

receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

displaying continuously the dispatch operation of the character on the monitor when the operation initiation request has been received;

receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor;

setting point of dispatching the moving object from the character according to a timing at which the request to dispatch has been received;

setting ~~extend of~~ deviance in a trajectory of the moving object between the point and the of a destination;

controlling the movement of the moving object which moves from the point to the destination on the basis of the deviance and the dispatching form; and

displaying the moving object controlled by the moving object control function on the monitor,

the controlling the movement of the moving object includes setting and controlling the deviation of the moving object in the trajectory at the destination on the basis of the dispatching form, and the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor.

11. (New) The non-transitory computer readable medium storing the video game program according to claim 1, wherein

the character has an ability in dispatching, and

the code for setting point of dispatching the moving object includes code for setting and controlling the deviation of the moving object in the trajectory on the basis of the dispatching form, the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor by the operation display function, and the ability.

12. (New) The non-transitory computer readable medium storing the video game program according to claim 11, wherein

the video game is a baseball video game,
the character is a pitcher in the baseball video game,
the moving object is a ball of the baseball video game, and
the ability is a kind of pitch which the pitcher throws.